# Algorithmic Number Theory Course 11

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Jean-Sébastien Coron Algorithmic Number Theory

- Algorithmic number theory.
  - Generators of  $\mathbb{Z}_p$
  - Discrete logarithm and applications.

#### Definitions

- A group *G* is *finite* if |*G*| is finite. The number of elements in a finite group is called its *order*.
- A group G is cyclic if there is an element g ∈ G such that for each h ∈ G there is an integer i such that h = g<sup>i</sup>. Such an element g is called a generator of G.
- Let G be a finite group and a ∈ G. The order of a is definded to be the least positive integer t such that a<sup>t</sup> = 1.

- Facts
  - Let *G* be finite group and *a* ∈ *G*. The order of *a* divides the order of *G*.
  - Let G be a cyclic group of order n and d|n, then G has exactly  $\phi(d)$  elements of order d. In particular, G has  $\phi(n)$  generators.

## Properties of $\mathbb{Z}_n^*$

- Definition of  $\mathbb{Z}_n^*$ 
  - The set  $\mathbb{Z}_n^*$  is the set of integers modulo *n* which are invertible modulo *n*.
  - The set Z<sup>\*</sup><sub>n</sub> is a group of order φ(n) for the operation of multiplication modulo n.
- Properties
  - $\mathbb{Z}_p^*$  for prime p is a cyclic group of order p-1.
  - There exists a generator g ∈ Z<sup>\*</sup><sub>p</sub> such that for all α ∈ Z<sup>\*</sup><sub>p</sub>, α can be written uniquely as α = g<sup>x</sup> mod p for 0 ≤ x
  - The integer x is called the *discrete logarithm* of α to the base g, and denoted log<sub>g</sub> α.

- Finding a generator of  $\mathbb{Z}_p^*$  for prime p.
  - The factorization of p-1 is needed. Otherwise, no efficient algorithm is known.
  - Factoring is hard, but it is possible to generate p such that the factorization of p-1 is known.
- Generator of  $\mathbb{Z}_p^*$ 
  - $g \in \mathbb{Z}_p^*$  is a generator of  $\mathbb{Z}_p^*$  if and only if  $g^{(p-1)/q} \neq 1 \mod p$  for each prime factor q of p-1.
  - There are  $\phi(p-1)$  generators of  $\mathbb{Z}_p^*$

## Finding a generator

• Let  $q_1, \ldots q_r$  be the prime factors of p-1

- 1) Generate a random  $g\in\mathbb{Z}_p^*$
- 2) For i = 1 to r do
  - Compute  $\alpha_i = g^{(p-1)/q_i} \mod p$
  - If  $\alpha_i = 1 \mod p$ , go back to step 1.
- 3) Output g as a generator of Z<sup>\*</sup><sub>p</sub>
   Complexity:
  - There are  $\phi(p-1)$  generators of  $\mathbb{Z}_p^*$ .
  - A random  $g \in \mathbb{Z}_p^*$  is a generator with probability  $\phi(p-1)/(p-1)$ .
  - If  $p-1 = 2 \cdot q$  for prime q, then  $\phi(p-1) = q-1$  and this probability is  $\simeq 1/2$ .

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- Goal: generate p such that  $p 1 = 2 \cdot q$  for prime q.
  - Generate a random prime *p*.
  - Test if q = (p 1)/2 is prime. Otherwise, generate another p.

- Let g be a generator of  $\mathbb{Z}_p^*$ 
  - For all  $a \in \mathbb{Z}_p^*$ , a can be written uniquely as  $a = g^x \mod p$  for  $0 \le x .$
  - The integer x is called the *discrete logarithm* of a to the base g, and denoted log<sub>g</sub> a.
- Computing discrete logarithms in  $\mathbb{Z}_p^*$ 
  - Hard problem: no efficient algorithm is known for large *p*.
  - Brute force: enumerate all possible x. Complexity  $\mathcal{O}(p)$ .
  - Baby step/giant step method: complexity  $\mathcal{O}(\sqrt{p})$ .

- Enables Alice and Bob to establish a shared secret key that nobody else can compute, without having talked to each other before.
- Key generation
  - Let p a prime integer, and let g be a generator of Z<sup>\*</sup><sub>p</sub>. p and g are public.
  - Alice generates a random x and publishes X = g<sup>x</sup> mod p.
    She keeps x secret.
  - Bob generates a random y and publishes Y = g<sup>y</sup> mod p. He keeps y secret.

## Diffie-Hellman protocol

- Key establishment
  - Alice sends X to Bob. Bob sends Y to Alice.
  - Alice computes  $K_a = Y^x \mod p$
  - Bob computes  $K_b = X^y \mod p$

$$K_a = Y^x = (g^y)^x = g^{xy} = (g^x)^y = X^y = K_b$$

• Alice and Bob now share the same key  $K = K_a = K_b$ 

- Without knowing x or y, the adversary is unable to compute K.
- Computing  $g^{xy}$  from  $g^x$  and  $g^y$  is called the *Diffie-Hellman* problem, for which no efficient algorithm is known.